DARKMAN

ENGLISH
FRANÇAIS
DEUTSCH
ITALIANO

ocean®

AMSTRAD
SPECTRUM
COMMODORE

SCENARIO

REVENGE

A once proud man now lives a nightmare.

REVENGE

The explosion. They may have removed his face, but they couldn't remove his anger.

REVENGE

Durant. Strack. These are the men of greed. They have taken his manhood, they have even taken his beloved Julie. Now it is Darkman who will take - the lives of Durant, Strack and all who follow them!

The time for mercy has past.

Now is the time for Darkman.

The time for REVENGE!!

LOADING

SPECTRUM

CASSETTE 128K ONLY

Place the cassette in the recorder ensuring that it is fully rewound.

Select LOADER option and press RETURN key. Press PLAY on your recorder - the game will now load automatically.

AMSTRAD
CASSETTE
CPC 464

Place the rewound cassette in the deck, type RUN" and then press the ENTER/RETURN key. Follow the instructions as they appear on- screen. If there is a disk drive attached then type | TAPE then press ENTER/RETURN key. Then type RUN" and press ENTER/RETURN key (The symbol is obtained by holding shift and pressing the @ key)

CPC 664 and 6128

Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type | TAPE then press the ENTER/RETURN key. Then type RUN" and press the ENTER/RETURN key. Follow the on-screen instructions.

DISK

Insert the program disk into the drive with the A side facing upwards. Type | DISC and press the ENTER/RETURN key to make sure that the machine can access the drive. Now type RUN"DISC and press ENTER/RETURN, the game will load automatically.

COMMODORE

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the on-screen instructions - PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction.

PLEASE NOTE: This game loads in a number of parts - follow on- screen instructions.

DISK

Select 64 mode (if using Commodore 128). Turn on the disk drive, insert the program into the drive with the label facing upwards.
Type LOAD "*",8,1 (RETURN) the introductory screen will appear and the program will then load automatically.

CONTROLS

This is a one player game controlled by joystick on C64 and Joystick or keyboard on Spectrum and Amstrad.

SPECTRUM/AMSTRAD PRESET KEYS

Q	UP
A	DOWN
O	LEFT
P	RIGHT
SPACE	FIRE
1	PAUSE GAME

Whilst in pause press 2 to quit. Press FIRE to unpause.
C64 - Press RESTORE to abort game and P to pause.

PHOTO SESSIONS

Use Joystick to move cursor and press FIRE to take a picture.

### Combat Sections - Levels 1,2,4 & 6

Without Fire

UP/JUMP

MOVE LEFT ← → MOVE RIGHT

DOWN/CROUCH

With Fire

PUNCH LEFT ← → PUNCH RIGHT

KICK
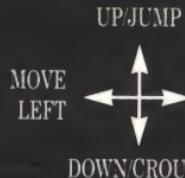
ROOFTOP SECTIONS - Level 3

JUMP

MOVE LEFT ← → MOVE RIGHT

HELICOPTER SECTION - Level 5

SWING LEFT ← → SWING RIGHT
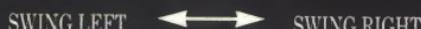
GAMEPLAY

PHOTO SESSIONS

Darkman has designed the advanced technology required to disguise himself as anyone he chooses. All he needs is a collection of photographs to feed into his computer.

As Darkman you must distinguish your target and then take a picture of his front and side views to enable the computer to generate a mask. A large bonus is awarded for both side views. Be selective - you only have twelve exposures in your camera.

LEVEL 1 · CHINATOWN

You are Darkman, hideously disfigured in an explosion manufactured by the notorious mobster - Robert G. Durant.

You seek revenge but you will need money to finance this.

Whilst spying on Durant you hear of an impending pickup of illicit drug money in Chinatown.

LEVEL 2 · THE FACTORY

Trapped! You are trapped within the factory by Durant and his henchmen. Escape is paramount but the only way out is up to the roof. However, Durant has supplied power to the ageing factory equipment making every move hazardous. You must fight your way up to the roof collecting your revitalising energy pack on the way.

LEVEL 3 · THE ROOFTOPS

Finally, you escape onto the rooftops but Durant is waiting for you - and he is packing a helicopter armed with a grenade launcher. You must leap across the rooftops to your lab and destroy it.

LEVEL 4 · · THE WAREHOUSE LABORATORY ·

Descending to your lab you prime a set of gas cylinders with a nodding bird-timer - a potentially devastating bomb. However, your exit is surrounded so you must fight your way back up to the roof battling the increasingly ferocious gangsters.

LEVEL 5 · THE FREEWAY

Just as the warehouse explodes, you manage to leap up and grab a rope hanging from Durant's helicopter. Swooping down to the busy freeway below Durant lowers you into the line of traffic. You must swing out of the way of trucks and avoid grenades. Stay alive long enough and you will enter an automatic sequence where you scramble aboard an oil tanker. Here, you will tie the rope, connected to the helicopter, onto the tanker.

LEVEL 6 · THE SKYSCRAPER

Durant has been terminated. Now turn your attention to the mastermind - the evil Strack. He is the man responsible for your disfigurement and the kidnapper of your true love Julie. Strack has retreated into a skyscraper, still under construction, which holds Julie hostage. You have no choice but to go after him. The skyscraper is teeming with Strack's henchmen and riddled with traps. Fight and climb your way to the top for a final confrontation with Strack. If you defeat and throw him from the skyscraper - you will be free at last.

STATUS AND SCORING

The status panel displays from left to right:- Score, Energy, Mask Timer, Picture of Mask in use.

Points are awarded as follows:-

Hitting gangsters	50 points	Collecting stolen money	500 points
Killing gangsters	250 points	Collecting Energy	1000 points

On Level 5 points are awarded for distance travelled.

HINTS AND TIPS

1. On the Photo sessions try to take two or three shots each time the subject appéars.
2. On level 3 take your time, wait until the moment is right before you jump.
3. On level 4 try to kill as many enemies as possible on the way down before setting the bomb.
4. On Level 5 try to learn the positions of cars and lorries and how to avoid them.
5. A well timed kick inflicts more damage.

DARKMAN

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If for any reason you have difficulty in running the program you may contact our Ocean Helpline direct by telephoning 0626 332533. However if you believe that the product is defective please return it direct to: Mr. Yates, Ocean Software Limited, 6 Central Street, Manchester, M2 5NS.

Our quality control department will test the product and supply a replacement if we find a fault. If we cannot find a fault the product will be returned to you at no extra charge.

Please note that this does not affect your statutory rights.

CREDITS
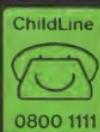
ChildLine Childline is the free national helpline for children and young people in trouble or danger. It provides a confidential counselling service for any child with any problem, 24 hours a day, every day of the year. Childline listens, comforts and protects.

0800 1111

LE SCENARIO

LA VENGEANCE
Un homme qui était jadis orgueilleux vit un cauchemar.

LA VENGEANCE
L'explosion.
Ils ont peut-être enlevé son visage mais ils n'ont pas pu ôté sa colère.

LA VENGEANCE
Durant. Strack. Ce sont des hommes cupides. Ils lui ont pris sa nature humaine et ils ont même enlevé sa Julie bien-aimée. Et maintenant, c'est Darkman qui va ôter la vie de Durant, de Strack et de tous ceux qui les suivent!
Les temps où on se montrait indulgent ont passé.
Et maintenant, c'est à Darkman de jouer.
C'est le moment de la VENGEANCE!!

CHARGEMENT

AMSTRAD
CASSETTE
CPC 464
Place la cassette réembobinée dans la platine, tape RUN" puis appuie sur la touche ENTER/RETURN.